

AMENDMENTS TO THE CLAIMS:

What is claimed is:

1. (Currently amended) A method of training comprising the steps of:
generating simulation content;

delivering the simulation content to one or more participants via a computer network;

monitoring the one or more participants' responses to the simulation content; and

generating a representation of expected responses to the simulation content; and

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providing feedback to the one or more participants.

2. (Original) The method of claim 1, further including the step of generating one or more synthetic characters.

3. (Original) The method of claim 2, wherein the feedback is provided by the one or more synthetic characters.

B3 4. (Original) The method of claim 2, wherein the one or more synthetic characters are used to alter the simulation content.

5. (Original) The method of claim 1, wherein the feedback is provided by an instructor.

6. (Currently amended) The method of claim 1, further comprising the steps step of

~~generating a representation of expected responses to the simulation content; and~~

alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

7. (Original) The method of claim 1, further comprising the step of altering the simulation content in response to the one or more participants' responses.

8. (Original) The method of claim 1, wherein the simulation content depicts military scenarios.

9. (Original) The method of claim 1, further comprising the step of delivering immersive audio to the one or more participants.

10. (Original) The method of claim 1, wherein the computer network comprises the Internet.

11. (Currently amended) A training apparatus comprising:

means for generating simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content; and

means for generating a representation of expected responses to the simulation content; and

means for providing feedback to the one or more participants.

12. (Original) The apparatus of claim 11, further including means for generating one or more synthetic characters.

13. (Original) The apparatus of claim 12, wherein the feedback is provided by the one or more synthetic characters.

14. (Original) The apparatus of claim 12, wherein the one or more synthetic characters are used to alter the simulation content.

15. (Original) The apparatus of claim 11, wherein the feedback is provided by an instructor.

16. (Currently amended) The apparatus of claim ~~11~~ 17, further comprising

~~means for generating a representation of expected responses to the simulation content; and~~

means for alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

17. (Original) The apparatus of claim 11, further comprising means for altering the simulation content in response to the one or more participants' responses.

18. (Original) The apparatus of claim 11, wherein the simulation content depicts military scenarios.

19. (Original) The apparatus of claim 11, further comprising a means for delivering immersive audio to the one or more participants.

20. (Original) The apparatus of claim 11, wherein the computer network comprises the Internet.

21. (Original) A simulation method comprising the steps of

generating simulation content;

generating a representation of expected responses to the simulation content;

delivering the simulation content to one or more participants via a computer network;

monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

altering the simulation content in response to the one or more participants' responses.

22. (Original) The method of claim 21, further including the step of generating one or more synthetic characters.

23. (Currently amended) The method of claim ~~21~~ 22, wherein the simulation content depicts military scenarios.

24. (Currently amended) The method of claim ~~21~~ 23, further comprising the step of delivering immersive audio to the one or more participants.

25. (Currently amended) The method of claim ~~21~~ 24, wherein the computer network comprises the Internet.

26. (Original) A simulation apparatus comprising

means for generating simulation content;

means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for altering the simulation content in response to the one or more participants' responses.

27. (Original) The apparatus of claim 26, further including a means for generating one or more synthetic characters.

28. (Currently amended) The apparatus of claim ~~26~~ 27, wherein the simulation content depicts military scenarios.

29. (Currently amended) The apparatus of claim 26 28, further comprising a means for delivering immersive audio to the one or more participants.

30. (Currently amended) The apparatus of claim 26 29, wherein the computer network comprises the Internet.

31. (Currently amended) A simulation apparatus comprising

- a database containing simulation content;
- one or more participant workstations;
- a web server for delivering the simulation content to the one or more participant workstations;
- an instructor interface for displaying information to an instructor and receiving input from the instructor;
- one or more participant interfaces connecting the web server to the respective one or more participant workstations; and
- an artificial intelligence engine for analyzing input into the one or more participant workstations and ~~altering~~ presenting the simulation content in response to the input to achieve dramatic goals of the simulation.

B3 32. (Original) The apparatus of claim 31, further comprising a means for generating one or more synthetic characters.

33. (Original) The apparatus of claim 32, wherein the one or more synthetic characters are represented by digital video.

34. (Original) The apparatus of claim 32, wherein the one or more synthetic characters are represented by one or more static photographs.

35. (Original) The apparatus of claim 32, wherein the one or more synthetic characters are represented by a plurality of articulation photographs.

36. (Original) The apparatus of claim 31, further comprising one or more authoring tools for generating additional simulation content.

37. (Original) The apparatus of claim 31, further comprising a means for delivering immersive audio to the one or more participant workstations.

38. (Original) The apparatus of claim 31, further comprising a means for providing feedback.

39. (Original) The apparatus of claim 31, further comprising a system activity database for logging information generated in response to the simulation content.

40. (Currently amended) A method of training comprising the steps of:

- providing simulation content;

generating a representation of expected responses to the simulation content;

delivering the simulation content to one or more participants via a computer network;

monitoring the one or more participants' responses to the simulation content; and

providing feedback to the one or more participants based upon dramatic or pedagogical goals of the simulation.

41. (Previously added) The method of claim 40 wherein the step of providing simulation content comprises providing dramatic character driven story based simulation content.

42. (Previously added) The method of claim 41 wherein the dramatic goals are based on classic rules of cinematic storytelling.

43. (Previously added) The method of claim 42 wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.

44. (Previously added) The method of claim 43, further comprising the step of generating one or more synthetic characters.

45. (Previously added) The method of claim 44, wherein the feedback is provided by the one or more synthetic characters.

46. (Previously added) The method of claim 45, wherein the one or more synthetic characters are used to alter the simulation content.

47. (Previously added) The method of claim 43, wherein the feedback is provided by an instructor.

48. (Currently amended) The method of claim 43, further comprising the steps of

~~generating a representation of expected responses to the simulation content; and~~

alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

49. (Previously added) The method of claim 43, further comprising the step of altering the simulation content in response to the one or more participants' responses.

50. (Previously added) The method of claim 43, wherein the simulation content depicts military scenarios.

51. (Previously added) The method of claim 43, further comprising the step of delivering immersive audio to the one or more participants.

52. (Previously added) The method of claim 43, wherein the computer network comprises the Internet.

53. (Currently amended) A training apparatus comprising:

means for providing simulation content;

means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content; and

means for providing feedback to the one or more participants based upon dramatic or pedagogical goals of the simulation.

54. (Previously added) The apparatus of claim 53 wherein said means for providing simulation content comprises means for providing dramatic character driven story based simulation content.

33 55. (Previously added) The apparatus of claim 54 wherein said means for providing feedback comprises providing feedback based upon classic rules of cinematic storytelling.

56. (Previously added) The apparatus of claim 55 wherein said means for delivering comprises multimedia technology for creating a realistic environment.

57. (Previously added) The apparatus of claim 56 further comprising means for generating one or more synthetic characters.

58. (Previously added) The apparatus of claim 57, wherein the feedback is provided by the one or more synthetic characters.

59. (Previously added) The apparatus of claim 57, wherein the one or more synthetic characters are used to alter the simulation content.

60. (Previously added) The apparatus of claim 57, wherein the feedback is provided by an instructor.

61. (Currently amended) The apparatus of claim 57, further comprising:

~~means for generating a representation of expected responses to the simulation content; and~~

means for alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

62. (Previously added) The apparatus of claim 57, further comprising means for altering the simulation content in response to the one or more participants' responses.

63. (Previously added) The apparatus of claim 57, wherein the simulation content depicts military scenarios.

64. (Previously added) The apparatus of claim 57, further comprising means for delivering immersive audio to the one or more participants.

65. (Previously added) The apparatus of claim 57, wherein the computer network comprises the Internet.

66. (Previously added) A simulation method comprising the steps of:

providing simulation content;

generating a representation of expected responses to the simulation content;

delivering the simulation content to one or more participants via a computer network;

monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

altering the simulation content in response to the one or more participants' responses based upon dramatic goals of the simulation.

67. (Previously added) The method of claim 66 wherein the step of providing simulation content comprises providing dramatic character driven story based simulation content.

68. (Previously added) The method of claim 67 wherein the dramatic goals are based on classic rules of cinematic storytelling.

69. (Previously added) The method of claim 68 wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.

70. (Previously added) The method of claim 69, further comprising the step of generating one or more synthetic characters.

71. (Previously added) The method of claim 69, wherein the simulation content depicts military scenarios.

72. (Previously added) The method of claim 69, further comprising the step of delivering immersive audio to the one or more participants.

73. (Previously added) The method of claim 69, wherein the computer network comprises the Internet.

74. (Previously added) A simulation apparatus comprising:

means for providing simulation content;

means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for altering the simulation content in response to the one or more participants' responses based upon dramatic goals of the simulation.

75. (Previously added) The apparatus of claim 74 wherein said means for providing simulation content comprises means for providing dramatic character driven story based simulation content.

76. (Previously added) The apparatus of claim 75 wherein said means for altering the simulation content comprises means for altering the content based upon classic rules of cinematic storytelling.

77. (Previously added) The apparatus of claim 76 wherein said means for delivering comprises multimedia technology for creating a realistic environment.

78. (Previously added) The apparatus of claim 77, further comprising means for generating one or more synthetic characters.

79. (Previously added) The apparatus of claim 77, wherein the simulation content depicts military scenarios.

80. (Previously added) The apparatus of claim 77, further comprising means for delivering immersive audio to the one or more participants.

81. (Previously added) The apparatus of claim 77, wherein the computer network comprises the Internet.

82. (Previously added) The apparatus of claim 81 wherein the simulation is a gaming simulation.

83. (Previously added) A simulation apparatus comprising:

a database containing simulation content;

one or more participant workstations;

a web server for delivering the simulation content to the one or more participant workstations;

an instructor interface for displaying information to an instructor and receiving input from the instructor;

one or more participant interfaces connecting the web server to the respective one or more participant workstations; and

an artificial intelligence engine for analyzing input into the one or more participant workstations and altering the simulation content in response to the input based upon dramatic goals of the simulation.

84. (Previously added) The apparatus of claim 83 wherein the simulation content comprises dramatic character driven story based simulation content.

85. (Previously added) The apparatus of claim 84 wherein said artificial intelligence engine comprises an engine for altering the simulation content based upon classic rules of cinematic storytelling.

86. (Previously added) The apparatus of claim 85 wherein said web server comprises multimedia technology for creating a realistic environment.

87. (Previously added) The apparatus of claim 86 wherein said simulation content is gaming simulation content.

88. (Previously added) The apparatus of claim 87, further comprising means for generating one or more synthetic characters.

89. (Previously added) The apparatus of claim 88, wherein the one or more synthetic characters are represented by digital video.

90. (Previously added) The apparatus of claim 88, wherein the one or more synthetic characters are represented by one or more static photographs.

91. (Previously added) The apparatus of claim 88, wherein the one or more synthetic characters are represented by a plurality of articulation photographs.

92. (Previously added) The apparatus of claim 87, further comprising one or more authoring tools for generating additional simulation content.

93. (Previously added) The apparatus of claim 87, further comprising means for delivering immersive audio to the one or more participant workstations.

94. (Previously added) The apparatus of claim 87, further comprising a system activity database for logging information generated in response to the simulation content.

95. (New) A simulation method comprising the steps of:

providing simulation content, wherein said simulation content comprises dramatic character driven story based simulation content;

generating a representation of one or more participants' expected responses to the simulation content;

delivering the simulation content to the one or more participants;
monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation.

96. (New) The method of claim 95, further comprising the step of presenting the simulation content in response to the one or more participants' responses.

97. (New) The method of claim 96, wherein the dramatic goals are based on classic rules of cinematic storytelling.

98. (New) The method of claim 97, wherein the simulation content depicts military scenarios.

99. (New) The method of claim 98, further comprising the step of delivering immersive audio to the one or more participants.

100. (New) The method of claim 95, wherein said simulation is a training exercise or a gaming exercise.

101. (New) The method of claim 95, further including the step of generating one or more synthetic characters.

102. (New) The method of claim 101, wherein the feedback is provided by the one or more synthetic characters.

103. (New) The method of claim 102, wherein the one or more synthetic characters are used to present the simulation content.

104. (New) The method of claim 103, wherein the feedback is provided by an instructor.

105. (New) The method of claim 104, wherein the computer network comprises the Internet.

106. (New) The method of claim 105, wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.

107. (New) An simulation apparatus comprising:

means for providing simulation content, wherein said simulation content comprises dramatic character driven story based simulation content;

means for generating a representation of one or more participants' expected responses to the simulation content;

means for delivering the simulation content to the one or more participants;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation.

108. (New) The apparatus of claim 107, further comprising a means for presenting the simulation content in response to the one or more participants' responses.

109. (New) The apparatus of claim 108, wherein the dramatic goals are based on classic rules of cinematic storytelling.

110. (New) The apparatus of claim 109, wherein the simulation content depicts military scenarios.

111. (New) The apparatus of claim 110, further comprising a means for delivering immersive audio to the one or more participants.

112. (New) The apparatus of Claim 107, wherein said simulation is a training exercise or a gaming exercise.

113. (New) The apparatus of claim 107, further including a means for generating one or more synthetic characters.

114. (New) The apparatus of claim 113, wherein the feedback is provided by the one or more synthetic characters.

115. (New) The apparatus of claim 114, wherein the one or more synthetic characters are used to present the simulation content.

116. (New) The apparatus of claim 115, wherein the feedback is provided by an instructor.

117. (New) The apparatus of claim 116, wherein the computer network comprises the Internet.

118. (New) The apparatus of claim 117, wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.